X-MEN VS. STREET FIGHTER

Infinite Combo Guide

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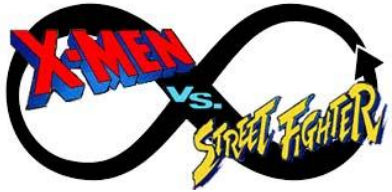
The greatest puzzle game Capcom ever made.

Foreword



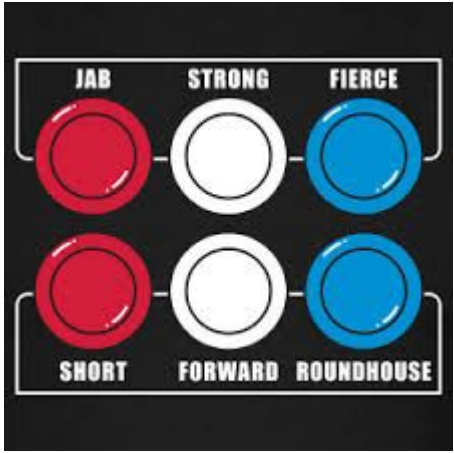
First of all, let it be known that I never play this game against other people anymore. There are just too many high damage combos that take too little skill to be taken seriously as a competitive game. I play XvSF for FUN and for FUN ONLY.

This document will show many reasons for why I believe XvSF can't be taken seriously, as it will list all the infinite combos that I know, and each character in the game has at least one. I once took it upon myself to find every infinite combo in the game. To me, that was the one and only reason to play XvSF. It’s been 20 years since my last update. Now, people can play on emulators with tools to assist them in making combos, and they can post them on YouTube for everyone to see. This document may not be necessary anymore, but I started to feel nostalgic and decided to do what I always wanted to do - get video footage of each combo. I am not doing each combo until the character dies. Truth be told, that would be very boring. I have tried to do each infinite to 4 or 5 reps. At that point, you can tell that it is an infinite.

Terms Used

The following terms are used in the combo descriptions (modified slightly from James Chen's famous guide):

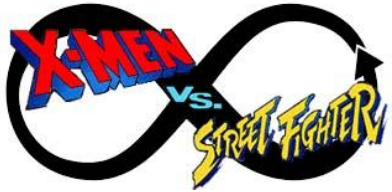
S. = Standing	C. = Crouching	J. = Jumping
SJ. = Super Jumping	DJ. = Double Jumping	→ = Chain into
XX = Cancel into	D. = Dashing	AD. = Air Dashing
, = Link into	↓ = Land first	↑ = Jump
FS = Activates the "Flying Screen”	OTG = Hits opponent "Off the Ground"	DN. = Hold Down
UP. = Hold Up	TWD. = Hold Toward	BK. = Hold Back



I use the original button names in each combo’s description..

It may take a little longer for me to type,but I'm a purist at heart.

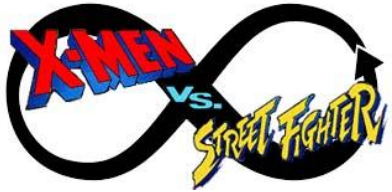
Versions



Several versions of the game were released over its arcade run. The US saw mainly three. Version One was very rare. It was common in Japan and Asia, but you rarely saw it in the States. Most people played a minor upgrade to that. The most prevalent change in this Version Two was removing Akuma and Ryu's Hopkick Infinites (although it was later found to be possible by changing it to S.Jab → S.Strong → TWD.Forward). Version Three changed the game even further, making several more infinites impossible. Unfortunately, the Sega Saturn version was based on this game. To play the truly fun version, you had to go to the arcade and spend money.

Now that emulation is the norm, we see that there were even more incarnations of the game. The ones in the US were numbered 906910, 961004, and 961023. Asia had a version numbered 906919. Japan had one numbered 906909, and that is the one that I used for most of the combos here. I have tried to verify what combos work on what version. But I strongly suggest that you just use 906909.

Character Classes



Many infinites involve juggling the opponent with a series of hits, landing, and then doing those hits again. Because of this, the weight of the opponent plays a great part in the success of the combo. For the most part, the characters can be classified as such:

Light	Normal	Medium	Heavy
Chun Li Cammy Wolverine	Dhalsim Ryu Ken Akuma Charlie	Gambit Rogue Storm Cyclops	Magneto Sabretooth Bison Zangief Juggernaut

For grounded combos, a character's height plays a bigger factor. The term "Tall Characters" will be used to designate the Heavy Characters, Storm, and Cyclops.

And now, on with the infinites!

Akuma

The Hopkick Infinite

C.Strong → TWD.Forward

This is the combo that was used to test the version of the game back in the arcade days. If this combo'd, it was Version 1.

Restrictions

Version: Only Version 1
Location: N/A
Character: N/A

Akuma

The Jumping Infinite

Setup:

C.Fierce ↑ SJ.Jab → SJ.Short → SJ.UP.Forward → SJ.UP.Roundhouse (FS), SJ.UP.Roundhouse ↓

Infinite:

J.Jab → J.UP.Forward → J.UP.Roundhouse (FS)

I find it easier to skip the J.UP.Forward on the first series of the infinite, it depends on the timing of your jump and the weight of the opponent.

Restrictions

Version: N/A
Location: Corner
Character: Not heavy characters.

Akuma

The Bobbing Infinite

Setup:

C.Fierce ↑ SJ.Jab → SJ.Short → SJ.UP.Forward → SJ.UP.Roundhouse (FS), SJ.UP.Roundhouse (optional) ↓ C.Short (OTG), C.Strong

Infinite:

S.Jab → C.Strong

You may need to take a half step in on the S.Jab(s). This combo will often result in FSD, so do the C.Strong on offensive crouch (D/F) to prevent accidental specials.

Restrictions

Version: N/A
Location: Corner
Character: Not heavy characters.

Akuma

The Standing Infinite

Setup:

C.Fierce ↑ SJ.Jab → SJ.Short → SJ.UP.Forward → SJ.UP.Roundhouse (FS), SJ.UP.Roundhouse (optional) ↓C.Short (OTG) → S.Forward (TWO hits), S. Fierce, S.Roundhouse

Infinite:

S.Jab → S.Strong → S.Forward (TWO hits), S.Fierce, S.Roundhouse

Restrictions

Version: N/A
Location: Corner
Character: Light characters

Akuma

The Air Counter Infinite

Setup:

None. The opponent must be airborne.

Infinite:

J.UP.Forward XX HCB+Roundhouse

You may find it easier to use a J.Jab for the first series.

Restrictions

Version: ?
Location: Air to air start
Character: ?

Bison

The Relaunching Infinite

Setup:

Punch throw into corner (optional?)

Infinite: S.Jab → S.Fierce ↑ SJ.Jab → SJ.Short → SJ.Forward → SJ.Fierce, SJ.Short ↓

This video is from YouTube user Pochi91919's page. Props to him. It's been decades, but I finally see a non-Dhalsim Bison Infinite.

It looks like it all depends on hitting the SJ.Short just before landing, so you can combo with a S.Jab (or S.Short) again, into relaunch.

Restrictions

Version: Not Version 3
Location: Corner
Character: Unknown

Bison

The Anti-Dhalsim
Psycho Shot Infinite

Setup:

Throw into corner, walk up and S.Roundhouse (2 hits, OTG) XX QCT+Jab
Infinite:

Walk up, S.Roundhouse (one hit) XX QCT+Jab

I actually included this infinite because I had not seen the Relaunching Infinite yet. I'm just keeping it here for posterity.

Restrictions

Version: Not Version 3
Location: Corner
Character: Only on Dhalsim

Bison

The Anti-Dhalsim Jumping Infinite

Setup:

Close S.Fierce

Infinite:

↑ SJ.Jab on the way up, SJ.Jab on the way down

Another Dhalsim-only infinite.

Restrictions

Version: Not Version 3
Location: N/A
Character: Only on Dhalsim

Cammy

The Jumping Infinite

Setup:

1. Close S.Roundhouse ↑ SJ.Jab → SJ.Short → SJ.Strong →SJ.Forward → SJ.Roundhouse (FS), SJ.Roundhouse ↓
2. Jump and QCT+K from far away.

Infinite:

J.Jab → J.Short → J.Strong → J.Forward → J.Fierce (optional) → J.Roundhouse (FS)

Restrictions

Version: N/A
Location: Corner
Character: Not heavy characters.

Cammy

The Relaunching Infinite

Infinite:

S.Jab → Close S.Roundhouse ↑ SJ.Jab → SJ.Short → SJ.Strong, SJ.Jab → SJ.Fierce, SJ.Fierce ↓

Restrictions

Version: N/A
Location: Corner
Character: Not heavy characters.

Cammy The Air Counter Infinite

Setup:

None. The opponent must be airborne.

Infinite:

J.Jab → J.Short → J.Strong → J.Forward

The Flying Screen is never activated, so timing is really strict.

Restrictions

Version: ?
Location: Air to air start
Character: ?

Charlie

The Jumping Infinite

Setups:

1. Either throw
2. C.Fierce ↑ SJ.Jab → SJ.Strong → SJ.Fierce (FS) → SJ.Roundhouse, SJ.Roundhouse ↓

Infinite:

J.Jab → J.Strong → J.Fierce → J.Roundhouse (FS)

Restrictions

Version: N/A
Location: Corner
Character: Not heavy characters.

Charlie

The Relaunching Infinite

Infinite:

C.Fierce ↑ SJ.Jab → SJ.Short → SJ.Forward XX
U-UR-R+Forward, SJ.Forward ↓

I'll eventually improve the video to get more hits, but you get the idea.

Restrictions

Version: N/A
Location: Corner
Character: ?

Chun Li

The Air Dashing Infinite

Jump, immediately PPP, Roundhouse (2 hits)

Back in the arcade days, this was a very difficult combo to pull off. Now that you can set PPP to a single button, it's not so hard.

Restrictions

Version: N/A
Location: N/A
Character: Likely must be standing.

Chun Li

The Jumping Infinite

Setups:

1. Throw into the corner
2. Close S.Roundhouse ↑ SJ.Jab → SJ.Short → SJ.Forward → SJ.TWD.Roundhouse (FS), SJ.TWD.Roundhouse ↓

Infinite:

J.Jab →J.Short → J.Strong → J.Fierce → J.TWD.Roundhouse (FS)

See the next combo for Setup #2.

Restrictions

Version: N/A
Location: Corner
Character: Not heavy characters.

Chun Li

The Standing Infinite

Setup:

Close S.Roundhouse ↑ SJ.Jab → SJ.Short → SJ.Forward → SJ.TWD.Roundhouse (FS), SJ.TWD.Roundhouse ↓

Infinite:

S.Jab → S.Strong → S.Forward

Insert a slight pause before the first S.Forward in the infinite.

Restrictions

Version: N/A
Location: Corner
Character: Not heavy characters.

Chun Li

The Headstomp Infinite

Setup:

S.Jab → Close S.Roundhouse ↑ SJ.Neutral.Short, SJ.Jab → SJ.NeutralShort, SJ.Jab → SJ.Strong → SJ.Fierce (FS) → SJ.TWD.Roundhouse

Infinite:

SJ.DN.Forward

Mash.

Restrictions

Version: N/A
Location: Corner
Character: Juggernaut only.

Cyclops The Jumping Infinite

Setups:

1. S.Strong↑ SJ.Jab → SJ.Short → SJ.Strong → SJ.Fierce (FS), SJ.Fierce
2. C.Forward↑ air combo similar to #1
3. Throw into corner
4. S.Strong, DP+Strong

Infinite:

J.Jab →J.Short → J.Strong → J.Forward → J.Fierce (FS)

Remove hits as necessary, in the infinite as well as Setups #1 and #2.

Restrictions

Version: Not Version 3.
Location: Corner
Character: N/A

Cyclops The Bobbing Infinite

Setup:

Setups #s 1&2 for The Jumping Infinite work for this, too. For the other setups, you need to do one rep of the Jumping Infinite to initiate the Flying Screen. Then you can

C.Short (OTG), C.Strong

Infinite:

S.Jab →C.Strong

This combo often causes Flying Screen Deterioration, so do the C.Strong on D/F to prevent unwanted specials.

Restrictions

Version: Not Version 3.
Location: Corner
Character: Not heavy characters.

Cyclops

The Gene Splice Infinite

Infinite:

S.Strong, DP+Strong (ONE extra hit)

Don’t mash after the Gene Splice comes out. That causes more hits with the Gene Splice, but you cannot continue the combo.

Restrictions

Version: N/A
Location: N/A
Character: Not heavy characters.

Cyclops

The Infinite on Tall Characters

Infinite:

J.Short → J.DN.FIerce → J.DN.Roundhouse

The key is to have all the joystick motions also include F on the input. Jump at them with U/F. As you are doing the last two hits of the loop, do it at D/F rather than just DN. Otherwise, you'll land too far back.

This is another combo that, after spending some time experimenting with it, actually seems finite. The most I got was 19 hits on Juggernaut, with 17 being a real rarity, and 14 pretty standard. After that, the next rep will often whiff. It seems that I am pushed back too far to continue at that point. It may just be my misunderstanding the timing though.

Restrictions

Version: N/A
Location: Corner only?
Character: Possibly Juggernaut only.

Cyclops

The Rush Punches Infinite

Infinite:

S.Jab XX Toward, Toward, Jab+Short (4 hits)

Hold toward throughout the combo, or you'll be pushed back.

Restrictions

Version: N/A
Location: Corner only
Character: N/A

Dhalsim The Jumping Infinite

Setups:

1. (far) HCB+Fierce
2. Close S.Roundhouse XX HCB+Roundhouse
3. Strong Throw in corner
4. Close S.Strong ↑ SJ.Jab → SJ.Short → SJ.Forward → SJ.Roundhouse (FS), SJ.Roundhouse

Infinite:

J.Short → J.Strong → J.Roundhouse

Restrictions

Version: N/A
Location: Corner
Character: Cammy and Chun Li

Dhalsim

The Juggling Drill Infinite

Setups:

1. Strong Throw in corner
2. Close S.Strong ↑ SJ.Jab → SJ.Short → SJ.Forward → SJ.Roundhouse (FS), drift toward, then SJ.Roundhouse

Infinite:
J.Short → J.DN.Forward → J.Roundhouse

This one can be done on more characters, but it can't be done on Version 3, due to the delay installed on drills.

Restrictions

Version: Not Version 3.
Location: Corner
Character: Light and normal weight characters.

Dhalsim

The Ground Drill Infinite

Infinite:
Variation 1: J.Jab → J.DN.Forward → J.DN.Fierce

Variation 2: J.DN.Short → J.Forward → J.Roundhouse

These can't be done on Version 3, due to the delay installed on drills, but they work on all characters.

Restrictions

Version: Not Version 3.
Location: N/A
Character: Opponent must be standing.

Dhalsim

The Ground Drill Infinite

As long as there is a J.DN.Short or a J.DN.Forward in the combo, virtually any combination of weak hit-medium hit-heavy hit will work. Dhalsim's normal jump only allows "stronger" series combos, so two consecutive hits of the same strength are not possible.

Restrictions

Version: Not Version 3.
Location: N/A
Character: Opponent must be standing.

Dhalsim The Yoga Blast Infinite

Infinite:
Close S.Strong XX HCB+Short

You must hit the S.Strongs as late as possible, or the Yoga Blast doesn't combo.

Restrictions

Version: N/A
Location: N/A
Character: Rogue only.

Dhalsim

The Relaunching Infinite

Infinite:
Close S.Strong ↑ SJ.Short xN, SJ.TWD.Strong, SJ.TWD.Fierce ↓

The number of SJ.Shorts depends on the weight of the opponent. It's usually three for the heavier characters, and four for the lighter ones.

Restrictions

Version: N/A
Location: Corner
Character: ?

Gambit

The Kinetic Card Infinite

Setup:

Punch Throw into corner, then dash in and do

DS.Short → DS.Forward → DS.Roundhouse XX QCT+Jab

Infinite:
DS.Short → DS.Roundhouse XX QCT+Jab

The key to this combo is learning the timing on the DS.Short.

Restrictions

Version: N/A
Location: Corner
Character: ?

Gambit

The Standing Infinite

Setup:

1. QCT+Fierce or Roundhouse, J.Jab → J.Short → J.Forward → J.Fierce (FS) → J.Roundhouse (OTG)
2. C.Fierce ↑ SJ.Jab → SJ.Short → SJ.Strong → SJ.Forward → SJ.Fierce (FS) → SJ.Roundhouse (OTG)

Infinite:

S.TWD.Short → S.TWD.Forward (optional) → S.TWD.Roundhouse

Restrictions

Version: N/A
Location: Corner
Character: ?

Gambit

The Jumping Infinite

Setup:

Close up, QCT+Strong

Infinite:

J.Jab → J.Short → J.Strong → J.Forward

The Flying Screen is never activated, so timing is really strict.

Restrictions

Version: N/A
Location: N/A
Character: Juggernaut only.

Juggernaut

The Jumping Infinite

Setups:

1. C.Fierce ↑ SJ.Jab → SJ.Short → SJ.Strong → SJ.Fierce (FS)
2. Strong Throw into corner, manually superjump with KKK or D, U, then SJ.Jab → SJ.Roundhouse (FS)
3. Fierce Throw into corner, manually superjump with KKK or D, U, then SJ.Jab → SJ.Strong → SJ.Fierce (FS)

Infinite:

J.Fierce or J.Roundhouse

Restrictions

Version: Not Version 3
Location:Corner
Character: Not heavy characters

Ken

The Jumping Infinite

Setup:

C.Fierce ↑ SJ.Jab → SJ.Short → SJ.UP.Forward → SJ.UP.Roundhouse (FS), SJ.UP.Roundhouse ↓

Infinite:

J.Jab → J.UP.Forward → J.UP.Roundhouse (FS)

I find it easier to skip the J.UP.Forward on the first series of the infinite, it depends on the timing of your jump and the weight of the opponent.

Restrictions

Version: N/A
Location: Corner
Character: Not heavy characters.

Ken

The Bobbing Infinite

Setup:

C.Fierce ↑ SJ.Jab → SJ.Short → SJ.UP.Forward → SJ.UP.Roundhouse (FS), SJ.UP.Roundhouse (optional) ↓ C.Short (OTG), C.Strong

Infinite:

S.Jab → C.Strong

You may need to take a half step in on the S.Jab(s). This combo will often result in FSD, so do the C.Strong on D/F to prevent accidental specials.

Restrictions

Version: N/A
Location: Corner
Character: Not heavy characters.

Ken

The Air Counter Infinite

Setup:

None. The opponent must be airborne.

Infinite:

J.UP.Forward XX HCB+Roundhouse

You may find it easier to use a J.Jab for the first series.

Restrictions

Version: ?
Location: Air to air start
Character: ?

Magneto

The Hyper Gravitation Infinite

Setup:

HCB+Kick

There are several variations to this infinite. The ones shown here can be done on all characters. This is what to do in between Hyper Gravs.

Variation 1:

J.Forward ↓ S.Roundhouse (one hit) XX HCB+Kick

Variation 2:
Wait till just before Hyper Grav dissipates, then S.Roundhouse (one hit) XX HCB+Kick

Restrictions

Version: N/A
Location: Var. 2 - Corner
Character: N/A

Magneto

The Hyper Gravitation Infinite

This variation is by far the easiest

S.Roundhouse (one hit) XX HCB+Kick

Restrictions

Version: N/A
Location: N/A
Character: Light and normal weight characters other than Dhalsim.

Magneto

The Hyper Gravitation Infinite

Rogue has some special properties that make her the only character these variations works on.

In the RIGHT corner:

Step into corner, S.Jab → S.Strong XX HCB+Kick

In the LEFT corner:

Jump into corner as the Hyper Grav hits, then step back a bit, S.Jab → S.Strong XX HCB+Kick

Restrictions

Version: N/A
Location: Corner
Character: Rogue

Magneto

The Hyper Gravitation Infinite

This variation often crosses the opponent up, so it’s like he’s playing leapfrog with you.

C.Roundhouse XX HCB+Kick

Although it works on Juggernaut, the timing is really weird. Sometimes any low moves done to him while in the Hyper Grav will completely whiff.

Restrictions

Version: N/A
Location: N/A
Character: Storm, Juggernaut, and Sabretooth

Magneto

The Hyper Gravitation Infinite

This is a funny-looking combo because of how quickly Magneto stands up after the C.Strong

C.Strong XX HCB+Kick

The cancel has to be VERY quick. You can't hit with the C.Strong and then do the motion. It works best if you try to do the C.Strong at the Defensive Crouch (Down-Back) point of the HCB. Also, as with the previous variation, sometimes the C.Strong will completely whiff, although with this hit, it seems it's usually because you are too close.

Restrictions

Version: N/A
Location: Corner
Character: Storm, Juggernaut, Sabretooth

Magneto

The Hyper Gravitation Infinite

This combo displays why I never asked for Dhalsim-only infinites for my guide. You can literally do “(one hit) XXX HCB+K” with every button and it will still combo. This graphic shows the options I found:

Technically, you don’t even need to be in the corner for the Roundhouse one, But you can take them there with

J.Short → J.Strong → J.Forward XX HCB+K.

Restrictions

Version: Not Version 3
Location: Corner
Character: Dhalsim

Magneto

The Relaunching Infinite

Infinite:

Close S.Strong ↑ SJ.Jab, SJ.Short xN,
SJ.Forward ↓

The number of SJ.Shorts depends on the weight of the opponent.

Restrictions

Version: N/A
Location: Corner
Character: ?

Magneto

The ROM Infinite

Infinite:

S.Roundhouse (one hit), SJ.Short →

SJ.Forward, AD.DN.Short → AD.DN.Forward

Some Japanese player named ROM changed Marvel games forever when he found this infinite. I can almost get it, but not to the point where it's worthy of video. Luckily, there are several videos on YouTube that show the combo. This one shows the hands as well, so it should be helpful for you to learn the timing better.

Restrictions

Version: N/A
Location: N/A
Character: N/A - for Juggernaut, catch with Hyper Grav first

Magneto

The Hop Infinite

Infinite:

S.Roundhouse (one hit), manually superjump with D,U or KKK ↑ Down+PPP, AD.DN.Forward ↓

Not sure if this classifies as a ROM infinite, but it's the same basic premise of using Magneto's Air Dash to come down and hit the opponent as they are being knocked into the air by previous moves. So I'll use a different name for it, and eventually maybe getting around to doing a ROM installment at a later date.

Restrictions

Version: N/A
Location: N/A
Character: N/A - for Juggernaut, catch with Hyper Grav first

Magneto The Dashing Infinite

Infinite:

DS.Jab → DS.Forward, ↑ PPP+D/F,
AD.D/F.Short → AD.D/F.Forward ↓

This one takes a lot of practice. Theoretically, it's a simple combo, but you have to be extremely fast to make everything connect. You can airdash D/F almost immediately after jumping, and the AD.D/F.Forward puts in just enough stun to dash forward with Jab. Fun combo, but your hands will be busy.

Restrictions

Version: N/A
Location: N/A
Character: Opponent must be standing.

Magneto The Sliding Infinite

Infinite?:

C.Short → C.Roundhouse XX KKK, PPP ↓

This is another combo that I just can't seem to get the timing for. I am assuming that you cancel the C.Roundhouse with a KKK superjump, and then guide an airdash to land with another C.Short just as the opponent hits the ground.

Restrictions

Version: N/A
Location: N/A
Character: ?

Rogue

The Infinite on Tall Characters

Infinite:

J.Short on the way up→ J.DN.Roundhouse

This is pretty self-explanatory. The J.Short hits on the way up, before they recover from the Dive Kick.

Restrictions

Version: N/A
Location: N/A
Character: Tall characters, they must be standing

Rogue

The Air Dashing Infinite

Infinite:

Jump, immediately PPP, then

AD.Short → AD.Strong → AD.Roundhouse

Back in the arcade days, this was a very difficult combo to pull off. Now that you can set PPP to a single button, it's not so hard.

Restrictions

Version: N/A
Location: N/A
Character: Likely must be standing.

Rogue

The Ground Dashing Infinite

Infinite:

DS.Short → S.Strong

The key to the combo is learning the timing of the DS.Short.

Restrictions

Version: N/A
Location: Corner
Character: Likely must be standing.

Rogue

The Standing Infinite

Setup:

C.Fierce ↑ SJ.TWD.Jab → SJ.TWD.Short →
SJ.TWD.Strong → SJ.TWD.Roundhouse (FS) →
SJ.TWD.Short (OTG) ↓

Infinite:
S.TWD.Jab → S.TWD.Short

Restrictions

Version: N/A
Location: Corner
Character: ?

Rogue

The Stolen Powers Infinites

Gambit: QCT+Roundhouse
Charlie: QCT+Roundhouse
Juggernaut: QCT+Short
Dhalsim: QCT+Short, S.Jab, C.Strong (whiffed)

With Dhalsim's Yoga Flame, on Gambit ONLY:

Setup:

S.Strong or C.Forward XX QCT+Roundhouse

Infinite:

QCT+Roundhouse

Restrictions

Version: N/A (on Dhalsim, not Version 3)
Location: Corner
Character: respective owners of powers, Gambit for the last one.

Rogue

The Stolen Powers Infinites on Juggernaut

Setup:

1. Steal from Gambit, QCT+Forward
2. Steal from Magneto, QCT+Kick
3. QCB+K when cornered by Juggernaut

Infinite:

J.Jab → J.Short →J.Strong →J.Forward

Restrictions

Version: N/A
Location: Corner
Character: Owners of powers, then infinite on Juggernaut only

Ryu

The Hopkick Infinite

C.Strong → TWD.Forward

This is the same as Akuma's Hopkick Infinite. It only works on Version 1.

Restrictions

Version: Only Version 1
Location: N/A
Character: N/A

Ryu

The Jumping Infinite

Setup:

1. C.Fierce ↑ SJ.Jab → SJ.Short → SJ.UP.Forward → SJ.UP.Roundhouse (FS), SJ.UP.Roundhouse ↓
2. Jump and QCB+Kick that hits late.

Infinite:

J.Jab → J.UP.Forward → J.UP.Roundhouse (FS)

I find it easier to skip the J.UP.Forward on the first series of the infinite, it depends on the timing of your jump and the weight of the opponent.

Restrictions

Version: N/A
Location: Corner
Character: Not heavy characters.

Ryu

The Bobbing Infinite

Setup:

C.Fierce ↑ SJ.Jab → SJ.Short → SJ.UP.Forward → SJ.UP.Roundhouse (FS), SJ.UP.Roundhouse (optional) ↓ C.Short (OTG), C.Strong

Infinite:

S.Jab → C.Strong

You may need to take a half step in on the S.Jab(s). This combo will often result in FSD, so do the C.Strong on D/F to prevent accidental specials.

Restrictions

Version: N/A
Location: Corner
Character: Not heavy characters.

Ryu

The Standing Infinite

Setup:

1. C.Fierce ↑ SJ.Jab → SJ.Short → SJ.UP.Forward XX QCB+Roundhouse ↓C.Short (OTG) → S.Forward (TWO hits), S. Fierce, S.Roundhouse
2. C.Fierce ↑ SJ.Jab → SJ.Short → SJ.UP.Forward → SJ.UP.Roundhouse (FS), SJ.UP.Roundhouse (optional) ↓C.Short (OTG) → S.Forward (TWO hits), S. Fierce, S.Roundhouse

Infinite:

S.Jab → S.Strong → S.Forward (TWO hits), S.Fierce, S.Roundhouse

Restrictions

Version: N/A
Location: Corner
Character: Light characters

Ryu

The Hurricane Kick Infinite

Setup:

1. QCB+Roundhouse that hits late.
2. Jump, QCB+Roundhouse that hits late.

Infinite:

S.Jab → S.Strong XX QCB+Short

You can sometimes skip the S.Jab on the first loop of the infinite.

Restrictions

Version: N/A
Location: Corner
Character: ?

Sabretooth The Ground Infinite

Infinite:
J.Strong (see below) → J.Fierce → J.Roundhouse

On Version 1, you only need J.Fierce and J.Roundhouse. On the other versions, you need to insert the J.Strong for the combo to work.

Restrictions

Version: See description.
Location: N/A
Character: Tall characters; opponent must be standing.

Sabretooth

The Relaunching Infinite

Infinite:
C.Fierce ↑ SJ.Jab, SJ.Short (optional) SJ.Strong, SJ.Fierce, SJ.Jab ↓

The hardest part is getting the SJ.Jab to connect after the SJ.Fierce. It has to hit right before you land.

Restrictions

Version: N/A
Location: Corner
Character: ?

Storm

The Ground Infinite

J.Short → J.Forward → J.DN.TWD.Fierce → J.DN.TWD.Roundhouse

Although the animation for J.Fierce and J.Roundhouse are the same without a direction the joystick, you need to hold down and toward t those hits, otherwise you'll be pushed back.

Restrictions

Version: N/A
Location: N/A
Character: Sabretooth; he must be standing

Storm

The Dashing Infinite

Infinite:

DS.Jab → DS.Strong, ↑ PPP+D/F,
AD.D/F.Short → AD.D/F.Fierce ↓

This one takes a lot of practice. Theoretically, it's a simple combo, but you have to be extremely fast to make everything connect. You can airdash D/F almost immediately after jumping, and the AD.D/F.Fierce puts in just enough stun to dash forward with Jab. Fun combo, but your hands will be busy.

Restrictions

Version: N/A
Location: N/A
Character: Opponent must be standing

Storm

The Jumping Infinite

Setup:

1. Combo into S.Forward
2. Either throw into corner
3. (Not Version 3) Jump and Strong+Short directed toward opponent.
4. Superjump above opponent, QCB+P, SJ.Fierce (FS) → SJ.Roundhouse
5. Close S.Roundhouse ↑ SJ.Jab → SJ.Fierce (FS), wait, SJ.Roundhouse
6. [any OTG setup near corner], C.Short (OTG) or SJ.Fierce (OTG), C.Jab

Infinite:

J.Short → J.Forward →J.Fierce (FS) → J.UP.Roundhouse (FS)

Restrictions

Version: Version 3 = Only light characters.
Location: Corner
Character: For light characters, omit the J.Fierce

Storm

The Lightning Attack Infinite

Setup:

1. S.Roundhouse
2. Punch throw into the corner.

Infinite:

UP.Strong+Short, Strong+Short into corner, DN.Strong+Short

You can do a maximum of three Lightning Attacks each time you leave the ground. For light characters like Chun Li, you only need to hit them once before returning to the ground.

Restrictions

Version: Not Version 3
Location: Corner
Character: Not heavy characters.

Wolverine

The Jumping Infinite

Setup:

1. Close S.Roundhouse ↑ SJ.Jab → SJ.Short SJ.Strong x3 → Diagonally Up+Strong+Short → SJ.Roundhouse (FS), SJ.Roundhouse ↓
2. Strong Throw when cornered.
3. QCT+PPP
4. QCT+Fierce, mash on Fierce
5. Close S.Roundhouse ↑ SJ.Jab → SJ.Short SJ.Strong.→ SJ.DN.TWD.Forward → SJ.Roundhouse (FS) ↓

Infinite:

J.Jab (optional) → J.Short→ J.Strong (optional) → J.Forward → J.Fierce (optional) → J.Roundhouse (FS)

Restrictions

Version: N/A
Location: Corner
Character: Not heavy characters.

Wolverine

The No-Flying Screen Infinite

Setup:

C.Strong → C.Roundhouse (cancel with manual superjump) ↑ SJ.Jab → SJ.Short → SJ.Strong (optional) → SJ.DN.TWD.Forward → SJ.Fierce (FS) → SJ.Roundhouse (OTG)

Infinite:

J.Short → J.Strong → J.Strong → J.Forward

I recorded one with the setup, but before that I did a video from corner to corner with Cyclops simply jumping up. It looked kinda cool, so I left it in. To prevent crossing up, alternate between jumping straight up and jumping toward.

Restrictions

Version: N/A
Location: Corner
Character: Not heavy characters.

Wolverine

The Standing Infinite

Setup:

Basically any air combo that initiates the Flying Screen will work, but because there are so many, I only did the easiest one - QCT+PPP.

Infinite:

S.Jab → S.Strong (crouch cancel)

Wolverine's S.Strong can be canceled by crouching, allowing for the S.Jab to connect.

Restrictions

Version: N/A
Location: N/A
Character: Not heavy characters.

Wolverine

The Dashing Infinite

Infinite:

Dashing C.Short → -S.Strong, Down (crouch cancel)

This is one of the more difficult combos. You have to use PPP for the DC.Short, and if you don't crouch cancel the S.Strong, then the game will register the PPP as a Fierce Punch, since you can't cancel a strike (connected or blocked) into a PPP dash.

Restrictions

Version: N/A
Location: N/A
Character: N/A

Zangief

The Two-Move Infinite

Setup:

1. KKK when in the air.
2. (Possibly not heavy characters) Fierce Throw into corner

Infinite:

J.Jab XX KKK ↓

I used to have this as a One Move Infinite, without the J.Jab, but I only got 5 reps of that, and there's really no reason not to do the J.Jab.

Restrictions

Version: N/A
Location: N/A
Character: N/A

Zangief

The Midscreen Relaunching Infinite

Infinite:

C.Strong ↑ BK.SJ.Jab → BK.SJ.Forward XX Back+KKK ↓

You have to hold back during the combo, or you'll end up crossing them up.

Restrictions

Version: N/A
Location: N/A
Character: N/A

Zangief

The Corner Relaunching Infinite

Infinite:

C.Strong ↑ SJ.Short, SJ.Jab → UP.TWD.SJ.Strong → UP.TWD.SJ.Strong ↓

Getting the SJ.Jab to connect is hard at first, but you get used to it. You have to hold up+towards for the two headbutts or you'll drift away.

Restrictions

Version: N/A
Location: Corner
Character: ?